# The Internet of Things
## Metadata and the DigiLab

**Contacts:**
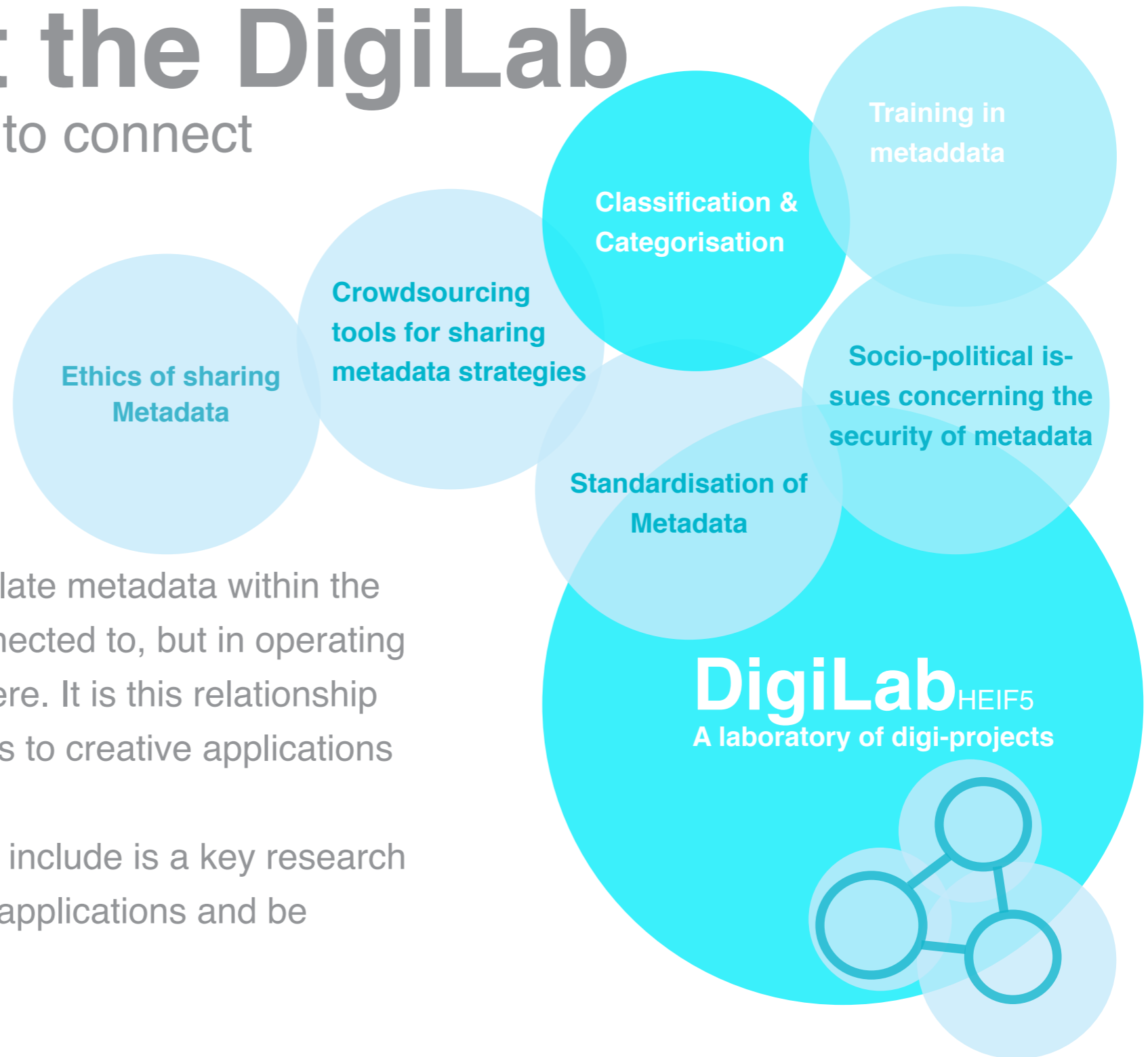**Dr Amanda Windle** Research Projects Coordinator
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*. . . from a methodological point of view, it is 'things-in-motion' that illuminate their human and social context.* (Brown, 2001: 6)

• Things are not objects, and representations are only a part of things.

• Bill Brown understands 'Thing theory' through the work of Martin Heidegger ([1927] 1971),  which is helpful in understanding how things are related to humans.

• 'Things' is a term that blurs the distinctions between human, non-human and environment.

• Things can be explored for their thing-power (Bennett, 2004), for example how the use of metadata comes into force when a thing is in motion on the internet.

# Methods at the DigiLab

## Working with metadata to connect an 'internet of things'

Training in metaddata

Classification & Categorisation

Crowdsourcing tools for sharing metadata strategies

Ethics of sharing Metadata

Socio-political is- sues concerning the security of metadata

Standardisation of Metadata

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• Part of the problem' is to encapsulate metadata within the thing (including things that are connected to, but in operating within and beyond the internet sphere. It is this relationship that exposes the thing's affordances to creative applications

• Defining what the metadata might include is a key research area as it needs to link to potential applications and be capable of standardisation

# The Problem
## What is an internet of things in relation to metadata?

The problem has many layers that often need to be considered together, they include but not exhaustively:

• A connection problem that requires standardisation

• An issue that concerns all ranges of the digital creative industries
and electronic products including audio, video, photographic, & medical

• Understanding the ethical issues of sharing metadata

• Understanding the proprietary issues or IP issues
(contrasts with interoperability of open-source solutions)

• Understanding the cross-border issues of global versions
of metadata

• How to get things to communicate to one another
intelligently and smartly

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# Partnering To meet the needs of industry, consumers and institutions holding cultural capital

Partnering means working with different kinds of metadata:

• Online archival metadata for the museums and gallery sector

(Kubrick Archive)

• Imaging metadata that defines semantic content, including colour interpretation, rendering preferences, scene content

(Technicolour & Dolby)

• Live streaming of audiovisual video metadata

(MammothTV & Turner Enterprises)

• Text-based metadata as used by search engines

(Robitron & Muso with Mason Interactive)

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